

STAR
WARS™



Hit Points

70

Defense

15

Attack

+9

Damage

20

Special Abilities

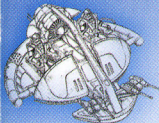
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Double Attack (On its turn, this character can make 1 extra attack instead of moving)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Rigid (Can't squeeze)

Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)



A powerful turbofan drives the swamp speeder across wet and marshy terrain.

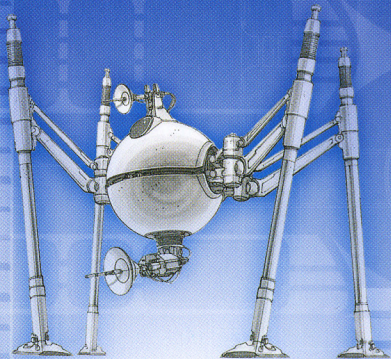
STAR
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COMMERCE GUILD
HOMING SPIDER DROID



COMMERCE GUILD
HOMING SPIDER DROID

32



Hit Points

70

Defense

14

Attack

+9

Damage

30

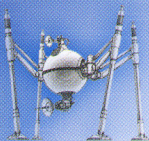
Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Penetration 20 (Enemies' Damage Reduction is reduced by 20 against this character's attacks)

Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)



This all-terrain weapon fires laser cannons at air and surface targets with equal precision.

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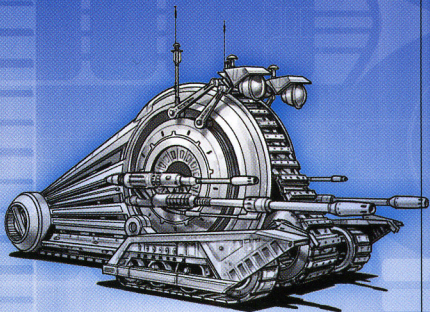


2/60 ♦

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CORPORATE ALLIANCE TANK DROID



STAR WARS



CORPORATE ALLIANCE TANK DROID

45

Hit Points

120

Defense

14

Attack

+7

Damage

30

Special Abilities

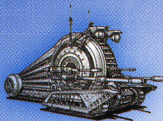
Droid (Immune to critical hits; not subject to commander effects)

Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

Double Attack (On its turn, this character can make 1 extra attack instead of moving)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Rigid (Can't squeeze)



The NR-N99 tank droid provides the Separatists with an amphibious war machine that can race across open ground and over water with ease.

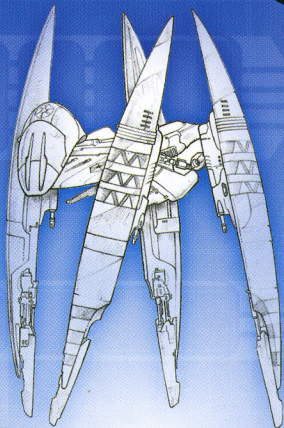


3/60 ♦

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DROID STARFIGHTER IN WALKING MODE



STAR WARS



DROID STARFIGHTER IN WALKING MODE

48

Hit Points

60

Defense

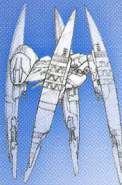
14

Attack

+9

Damage

20



Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

Double Attack (On its turn, this character can make 1 extra attack instead of moving)

Missiles 40 (Replaces attacks: sight: 40 damage to target and to each character adjacent to that target; save 11)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Penetration 10 (Enemies' Damage Reduction is reduced by 10 against this character's attacks)

Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)

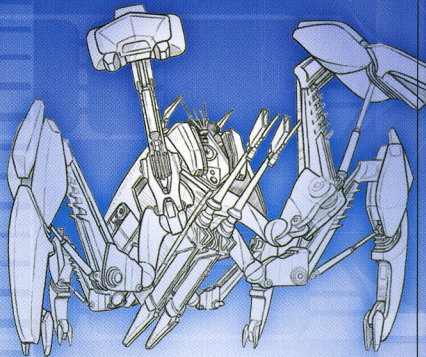


4/60 ★

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HUGE CRAB DROID



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HUGE CRAB DROID

39

Hit Points

140

Defense

17

Attack

+9

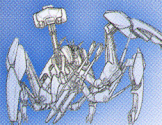
Damage

30

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Momentum (If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies)



The huge version of the crab droid serves as a trailblazer for other Separatist ground troops, creating tracks for infantry through mud and other difficult terrain.



5/60 ♦

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**STAR
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Hit Points

110

Defense

17

Attack

+8

Damage

20

Special Abilities

Unique (Counts as both Chewbacca and C-3PO)

Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Draw Fire (If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save 11)

Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)



A half-repaired C-3PO, slung across Chewbacca's back, provides the Wookiee with another set of eyes.

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Hit Points

80

Defense

17

Attack

+9

Damage

20

Special Abilities

Unique

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

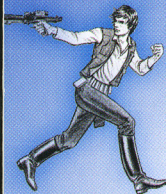
Mobile Attack (Can move both before and after attacking)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Force Powers

Force I

Han Solo uses his skills as a scoundrel and smuggler to help the Rebel Alliance battle the Empire.



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**LUKE SKYWALKER
OF DAGOBAH**



**STAR
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**LUKE SKYWALKER
OF DAGOBAH**

28

Hit Points

60

Defense

17

Attack

+9

Damage

20

Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Force Powers

Force 3

Blaster Barrage (Force 1, replaces attacks: Can attack each legal target once)

Lightsaber Sweep (Force 1, replaces attacks: Can attack each adjacent enemy once)



Luke Skywalker abandons his training on Dagobah to return to the fight against the Empire, promising Yoda he will return to complete his studies.

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**PRINCESS LEIA,
HOTH COMMANDER**



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**PRINCESS LEIA,
HOTH COMMANDER**

19

Hit Points

50

Defense

14

Attack

+7

Damage

20

Special Abilities

Unique

Advantageous Attack (+10 Damage against an enemy who has not activated this round)

Mobile Attack (Can move both before and after attacking)

Force Powers

Force 2

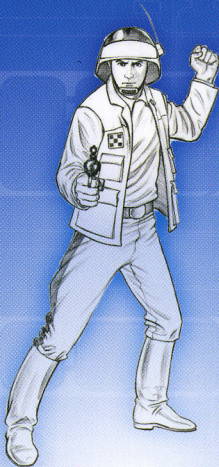
Commander Effect

Whenever a non-Unique ally would be defeated, with a save of 16, it instead immediately returns to play with full Hit Points.



Princess Leia leads the Rebel soldiers of Echo Base during the Battle of Hoth.

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Hit Points
40
Defense
15
Attack
+8
Damage
10
Special Abilities

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Commander Effect

Rebel trooper followers within 6 squares gain **Twin Attack**.



A Rebel captain inspires his troops to victory with every act of bravery he performs.

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REBEL HEAVY TROOPER



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REBEL HEAVY TROOPER

11

Hit Points

10

Defense

12

Attack

+6

Damage

30

Special Abilities

Heavy Weapon (Can't attack and move in the same turn)



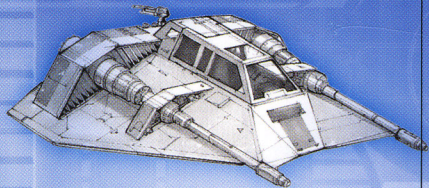
*When there's a need for infantry with firepower,
Rebel officers call upon the heavy trooper.*

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**STAR
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Hit Points
60
Defense
16
Attack
+8
Damage
20

Special Abilities

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

Harpoon Gun (Replaces attacks: range 6; target enemy with Mounted Weapon cannot move this round; save 11)

Mobile Attack (Can move both before and after attacking)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Speed 16 (Can move up to 16 squares and attack, or 32 squares without attacking)

Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)


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Hit Points

130

Defense

21

Attack

+14

Damage

20

Special Abilities

Unique. Dark Armor (Whenever this character takes damage, he reduces the damage dealt by 10 with a save of 11. Attacks with lightsabers ignore this special ability.)

Melee Attack: Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Force Powers

Force 2. Force Renewal I

Force Leap (Force I: This turn, this character can move through enemy characters without provoking attacks of opportunity)

Lightsaber Assault (Force I, replaces attacks: Make 2 attacks)

Lightsaber Sweep (Force I, replaces attacks: Can attack each adjacent enemy once)

Master of the Force 2 (May spend Force points up to 2 times in a single turn)

Overwhelming Force (Force I: This character's attacks cannot be prevented or redirected this turn)

Sith Rage (Force I: +10 Damage on all attacks this turn)

Commander Effect

Followers within 6 squares gain **Advantageous Attack** (+10 Damage against an enemy who has not activated this round).



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Hit Points 60

Defense 16

Attack +8

Damage 10

Special Abilities

Unique

Disruptive (Suppress enemy commander effects within 6 squares)

Fringe Reserves 20 (If you roll exactly 11 for initiative, you can add up to 20 points of Fringe characters to your squad immediately before your first activation of the round)

Recon (Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)



Smuggler chief and information broker, Talon Karrde is a man of honor who often provides aid to the New Republic.

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Hit Points

20

Defense

15

Attack

+7

Damage

10

Special Abilities

Black Sun (If a character whose name contains Xizor or Vigo is in the same squad, this character gains **Grenades 10** [Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 1])

Melee Attack (Can attack only adjacent enemies)

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



"The best strike is the one they never see coming."

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15/60 •



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WARS**™



Hit Points

50

Defense

16

Attack

+11

Damage

10

Special Abilities

Unique

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Melee Attack (Can attack only adjacent enemies)

Paralysis (A living enemy hit by this character's attack is considered activated this round; save 11)

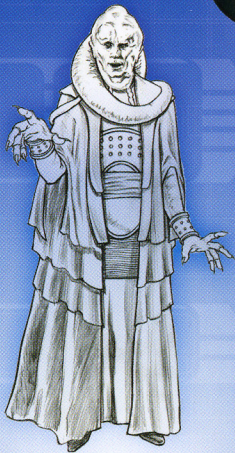
Poison +20 (+20 Damage to living enemy; save 11)

Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

This Twi'lek assassin masquerades as a dancer to get close to her targets.



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Hit Points

20

Defense

12

Attack

+4

Damage

10

Special Abilities

Unique

Melee Attack (Can attack only adjacent enemies)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Poison +20 (+20 Damage to living enemy; save 1)

Rapport (Costs 1 less when in the same squad as a character named Jabba the Hutt)

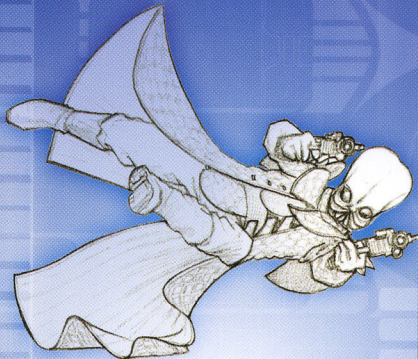


Jabba the Hutt's majordomo, Bib Fortuna is a sly and ambitious Twi'lek who often has his own schemes in play while he ministers to Jabba's whims.

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17/60 ★



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Hit Points

50

Defense

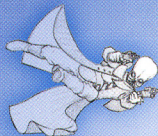
19

Attack

+6

Damage

10



Special Abilities

Advantageous Attack (+10 Damage against an enemy who has not activated this round)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Micro-Vision (+4 Attack against targets within 6 squares)

Mobile Attack (Can move both before and after attacking)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Commander Effect

Followers with Stealth within 6 squares gain **Evade**.

"Here's the Syndicate's offer. I recommend that you don't refuse it."



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**BOBA FETT,
BOUNTY HUNTER**



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**BOBA FETT,
BOUNTY HUNTER**

62

Hit Points

120

Defense

20

Attack

+12

Damage

20



Special Abilities

Unique

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Bounty Hunter +6 (+6 Attack against Unique enemies)

Disintegration (If this character rolls a natural 20 on an attack, the target is defeated)

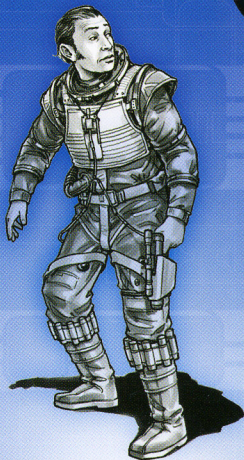
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Flamethrower 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target)

Mobile Attack (Can move both before and after attacking)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

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BOSHEK
**STAR
WARS**
TM
**BOSHEK**

11

Hit Points**30****Defense****13****Attack****+6****Damage****10****Special Abilities****Unique****Gunner** (Can combine fire with adjacent allies who have Mounted Weapon)**Industrial Repair 10** (Replaces attacks: touch; remove 10 damage from 1 character with Mounted Weapon)**Repair 10** (Replaces attacks: touch; remove 10 damage from 1 Droid character)**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

BoShek, a human smuggler and starship technician, referred Ben Kenobi to Chewbacca at the Mos Eisley cantina.

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BOSSK, BOUNTY HUNTER**STAR
WARS**™**BOSSK, BOUNTY HUNTER**

25

Hit Points

60

Defense

17

Attack

+8

Damage

20

Special Abilities

Unique

Bounty Hunter +4 (+4 Attack against Unique enemies)**Double Claw Attack** (On his turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies)**Flamethrower 20** (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target)**Momentum** (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)**Regeneration 10** (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)**Rend +10** (If both of his attacks hit the same adjacent enemy, this character's second attack gets +10 Damage)**STAR
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BOUSHH


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WARS**™


BOUSHH

20

Hit Points

40

Defense

15

Attack

+6

Damage

20

Special Abilities

Unique

Bounty Hunter +2 (+2 Attack against Unique enemies)

Grenades 40 (Replaces attacks: range 6; 40 damage to target and to each character adjacent to that target; save II)

Melee Attack (Can attack only adjacent enemies)

Paralysis (A living enemy hit by this character's attack is considered activated this round; save II)



"This bounty hunter is my kind of scum, fearless and inventive!" —Jabba the Hutt

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Hit Points

60

Defense

18

Attack

+9

Damage

20

Special Abilities

Unique

Avoid Defeat (Whenever this character would be defeated, make 2 saves, each needing 11; if both succeed, this character has 10 Hit Points instead of being defeated)

Bounty Hunter +4 (+4 Attack against Unique enemies)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Grenades 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 11)



He may be small in stature, but the notorious Calo Nord's reputation increases with every bounty he collects.

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CORELLIAN PIRATE



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CORELLIAN PIRATE

10

Hit Points

10

Defense

14

Attack

+5

Damage

10

Special Abilities

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Advantageous Attack (+10 Damage against an enemy who has not activated this round)



"It's a widely known fact that Corellians make the best spacers, smugglers, and pirates."

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24/60 ♦

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Hit Points

70

Defense

17

Attack

+9

Damage

10

Special Abilities

Unique

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Drain Life Energy (Whenever he defeats an adjacent living enemy, remove all damage from this character)

Proboscises (Replaces turn: Make an attack at +10 Damage against an adjacent living enemy. If this attack hits, that enemy is considered activated this round; save 1L.)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



This Anzati bounty hunter sucks the life force from his victims, devouring what he calls "the soup of their future."

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**DARK HELLION MARAUDER
ON SWOOP BIKE**



**STAR
WARS**



**DARK HELLION MARAUDER
ON SWOOP BIKE**

10

Hit Points

30

Defense

14

Attack

+5

Damage

10

Special Abilities

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Gang +1 (+1 Attack against a target for each other ally whose name contains Dark Hellion within 6 squares of that target)

Mobile Attack (Can move both before and after attacking)

Speed 12 (Can move up to 12 squares and attack, or 24 squares without attacking)



The Dark Star Hellions swoop gang is the most infamous and feared outlaw band in the galaxy.



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DARK HELLION
SWOOP GANG MEMBER



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DARK HELLION
SWOOP GANG MEMBER

5

Hit Points

10

Defense

13

Attack

+3

Damage

10

Special Abilities

Gang +1 (+1 Attack against a target for each other ally whose name contains Dark Hellion within 6 squares of that target)



Swoop gangs such as the Dark Star Hellions run spice, smuggle weapons, and serve as muscle for various underworld factions.

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Hit Points

30

Defense

14

Attack

+6

Damage

10

Special Abilities

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Loner (+4 Attack if no allies are within 6 squares)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



This Defel puts his shadowy appearance to good use as a spy-for-hire.

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DENGAR, BOUNTY HUNTER



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**DENGAR,
BOUNTY HUNTER**

30

Hit Points

50

Defense

17

Attack

+9

Damage

30

Special Abilities

Unique

Bounty Hunter +4 (+4 Attack against Unique enemies)

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)

Grenades 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 11)



Dengar raced swoops until an accident led him onto a new career path as an assassin and bounty hunter.



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Hit Points

40

Defense

14

Attack

+6

Damage

10

Special Abilities

Unique

Bounty Hunter +2 (+2 Attack against Unique enemies)

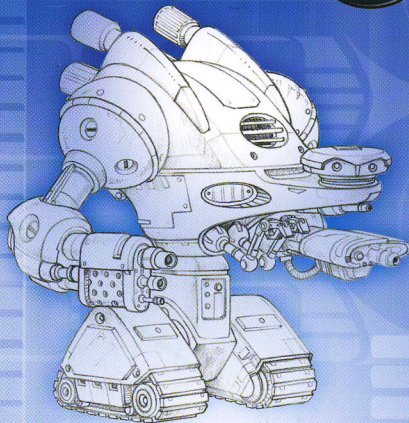
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)



Hiding in the shadows of the Mos Eisley cantina, this Sakiyan bounty hunter observes everyone who passes through the spaceport city.

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**STAR
WARS**™


Hit Points

100

Defense

16

Attack

+8

Damage

20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Double Attack (On its turn, this character can make 1 extra attack instead of moving)

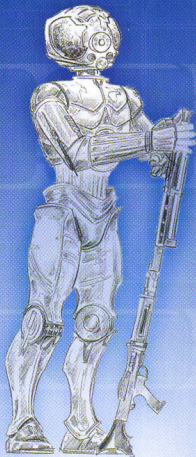
Programmed Target (After setup, choose any 1 enemy. This character gets +4 Attack and Accurate Shot [Can attack an enemy in cover even if it's not the nearest enemy] against the chosen enemy.)



*"Go ahead, life-form—
make my operation cycle."*

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4-LOM, BOUNTY HUNTER



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WARS™



4-LOM, BOUNTY HUNTER

33

Hit Points

90

Defense

18

Attack

+9

Damage

30

Special Abilities

Unique

Droid (Immune to critical hits; not subject to commander effects)

Bounty Hunter +4 (+4 Attack against Unique enemies)

Careful Shot +4 (On this character's turn, if it doesn't move, it gets +4 Attack)

Paralysis (A living enemy hit by this character's attack is considered activated this round; save II)

Rapport (A character whose name contains Zuckuss costs 1 less when in the same squad as this character)



The droid 4-LOM broke programming to become a master thief, then received a lethal upgrade to take on bounty-hunting assignments.



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Hit Points

30

Defense

12

Attack

+2

Damage

30

Special Abilities

Rapport (Costs 1 less when in the same squad as a character named Jabba the Hutt)



*When you need muscle for a job,
a Gamorrean makes a good choice.*

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WARS™



Hit Points

30

Defense

13

Attack

+5

Damage

10

Special Abilities

Unique

Spotter +30 (If this character combines fire against a target within 6 squares, the attacker gets +30 Damage against that target)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



A Kubaz spy, Garindan works for the highest bidder—usually the Empire or Jabba the Hutt.

**HUMAN
BLASTER-FOR-HIRE**



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WARS**
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**HUMAN
BLASTER-FOR-HIRE**

5

Hit Points

10

Defense

12

Attack

+4

Damage

10



Special Abilities

Black Sun (If a character whose name contains Xizor or Vigo is in the same squad, this character gains **Grenades 10** (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11))

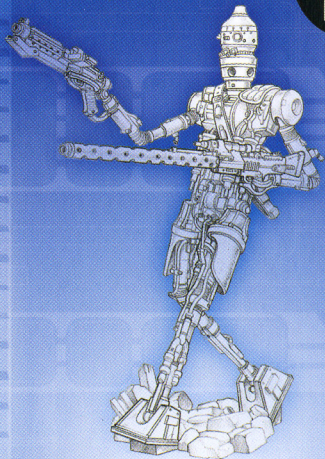
*"Aim and shoot. Sound easy?
Then you wouldn't need to hire me."*



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Hit Points

80

Defense

19

Attack

+9

Damage

20

Special Abilities

Unique

Droid (Immune to critical hits; not subject to commander effects)

Bounty Hunter +6 (+6 Attack against Unique enemies)

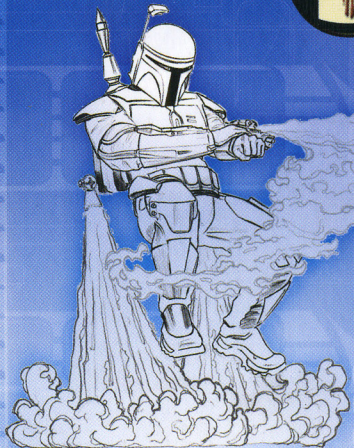
Double Attack (On its turn, this character can make 1 extra attack instead of moving)
Flamethrower 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target)

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Sonic Stunner (Replaces attacks: range 6; living target and each living character adjacent to that target are considered activated this round; save 11 negates. Huge and larger characters ignore this special ability.)


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**JANGO FETT,
BOUNTY HUNTER**



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**JANGO FETT,
BOUNTY HUNTER**

56

Hit Points

120

Defense

19

Attack

+10

Damage

20

Special Abilities

Unique

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Bounty Hunter +4 (+4 Attack against Unique enemies)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Flamethrower 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target)

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Missiles 20 (Replaces attacks: sight; 20 damage to target and to each character adjacent to that target; save 11)

Sniper (Other characters do not provide cover against this character's attack)



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KLATOOTINIAN HUNTER



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KLATOOTINIAN HUNTER

11

Hit Points

10

Defense

12

Attack

+3

Damage

30

Special Abilities

Black Sun (If a character whose name contains Xizor or Vigo is in the same squad, this character gains **Grenades 10** [Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 1])

Heavy Weapon (Can't attack and move in the same turn)



Jabba the Hutt holds the contracts on Klatootinian bounty hunters, guards, and thugs of all descriptions.

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Hit Points

80

Defense

18

Attack

+9

Damage

20

Special Abilities

Unique

Double Attack (On her turn, this character can make 1 extra attack instead of moving)

Twin Attack (Whenever this character attacks, she makes 1 extra attack against the same target)

Force Powers

Force 3

Control Minds (Force 1, replaces attacks: For the rest of the skirmish, this character gains the following commander effect: Allies who combine fire grant an additional +2 Attack)

Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)

Once a Jedi apprentice to Count Dooku, Komari Vosa was captured by a sinister cult and tormented until she became a twisted, sadistic force for evil.



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Hit Points

60

Defense

18

Attack

+12

Damage

20

Special Abilities

Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Loner (+4 Attack if no allies are within 6 squares)

Melee Attack (Can attack only adjacent enemies)

Melee Reach 2 (Enemies up to 2 squares away are considered adjacent for purposes of Melee Attack)

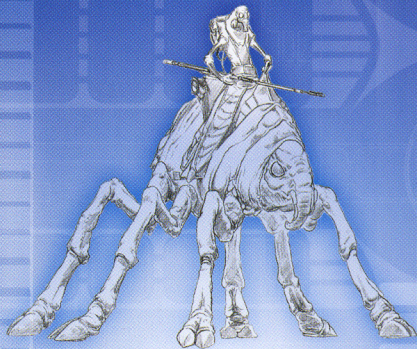
Paralysis (A living enemy hit by this character's attack is considered activated this round; save 11)

Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



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**MUSTAFARIAN FLEA
RIDER**



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**MUSTAFARIAN
FLEA RIDER**

22

Hit Points

70

Defense

16

Attack

+6

Damage

20

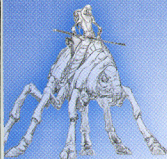
Special Abilities

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Careful Shot +4 (On this character's turn, if he doesn't move, he gets +4 Attack)

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)



The agile lava flea mount easily leaps across the fiery surface of this Mustafarian's molten homeworld.

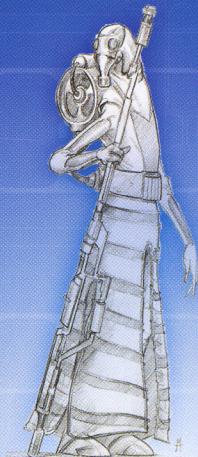


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MUSTAFARIAN SOLDIER



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MUSTAFARIAN SOLDIER

12

Hit Points

10

Defense

12

Attack

+4

Damage

20



Special Abilities

Careful Shot +4 (On this character's turn, if he doesn't move, he gets +4 Attack)

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Sniper (Other characters do not provide cover against this character's attack)

This soldier guards the Separatists' smelting facilities on fiery Mustafar.



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NIKTO GUNNER ON DESERT SKIFF



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NIKTO GUNNER ON DESERT SKIFF

23

Hit Points

60

Defense

13

Attack

+5

Damage

20

Special Abilities

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

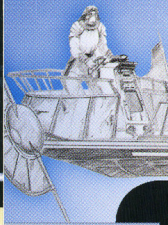
Desert Skiff (This character can transport up to 1 Large ally or 2 Small or Medium allies that end their moves adjacent to it. Remove these allies from the battle grid; they move simultaneously with this character as though they had Flight, have cover, and are considered adjacent to it. They can make attacks, counting distance from this character and adding 1 square. A transported ally can return to the battle grid immediately before your first activation of the round. If this character is defeated, all transported allies are also defeated; save II.)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

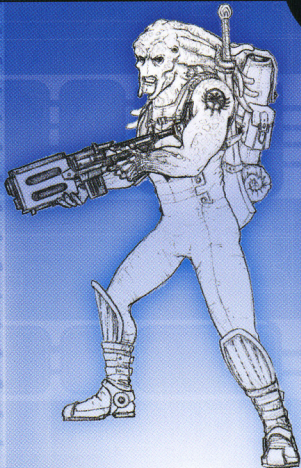
Rapport (Costs 1 less when in the same squad as a character named Jabba the Hutt)

Rigid (Can't squeeze)

Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)



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Hit Points

100

Defense

17

Attack

+10

Damage

30

Special Abilities

Unique

Disruptive (Suppress enemy commander effects within 6 squares)

Double Attack (On his turn, this character can make 1 extra attack instead of moving).

Grenades 40 (Replaces attacks: range 6; 40 damage to target and to each character adjacent to that target; save II)

Rapport (Characters with Mercenary cost 1 less when in the same squad as this character)

Recon (Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy)

Commander Effect

Non-Unique followers with Mercenary within 6 squares gain **Double Attack**.



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**QUARREN
BOUNTY HUNTER**



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**QUARREN
BOUNTY HUNTER**

11

Hit Points

20

Defense

14

Attack

+5

Damage

20

Special Abilities

Black Sun (If a character whose name contains Xizor or Vigo is in the same squad, this character gains **Grenades 10** [Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 1])

Bounty Hunter +2 (+2 Attack against Unique enemies)

Careful Shot +4 (On this character's turn, if he doesn't move, he gets +4 Attack)



Practical and conservative, a Quarren bounty hunter prefers to kill from the shadows rather than risk losing a fair fight.

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RODIAN HUNT MASTER



**STAR
WARS**™



RODIAN HUNT MASTER

22

Hit Points

40

Defense

16

Attack

+7

Damage

20



Special Abilities

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Rapport (Costs 1 less when in the same squad as a character named Jabba the Hutt)

Commander Effect

Non-Unique followers within 6 squares gain **Deadeye**.

Rodians excel as hunters, and the best of the best earn the title of Hunt Master.

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TAMTEL SKREEJ
(LANDO CALRISSIAN)



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TAMTEL SKREEJ
(LANDO CALRISSIAN)

23

Hit Points

50

Defense

18

Attack

+8

Damage

20



Special Abilities

Unique (Counts as Lando Calrissian)

Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Melee Attack (Can attack only adjacent enemies)

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

"No human in the galaxy has the right to be that lucky!"



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TUSKEN RAIDER SNIPER



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TUSKEN RAIDER SNIPER

8

Hit Points

10

Defense

13

Attack

+3

Damage

20

Special Abilities

Careful Shot +4 (On this character's turn, if he doesn't move, he gets +4 Attack)

Sniper (Other characters do not provide cover against this character's attack)



Some of the nomadic Tusken Raiders take up the blaster rifle to provide a ranged attack option for their tribes.

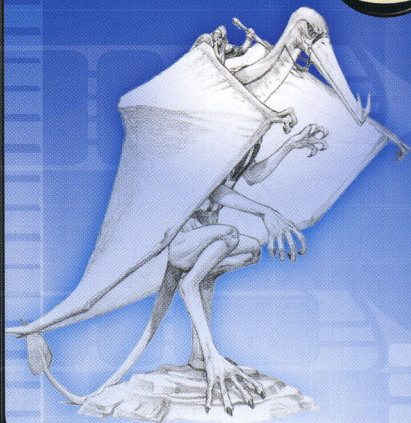
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UTAPAUN ON DACTILLION



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UTAPAUN ON DACTILLION

27

Hit Points 80

Defense 16

Attack +8

Damage 30

Special Abilities

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Mobile Attack (Can move both before and after attacking)

Speed 10 (Can move up to 10 squares and attack, or 20 squares without attacking)



Utai tame the creatures of their fractured planet, such as the dactillion, which they use to conduct flying patrols of their sinkhole cities.

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Hit Points

40

Defense

14

Attack

+7

Damage

20

Special Abilities

Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)

Melee Attack (Can attack only adjacent enemies)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

Rapport (Costs 1 less when in the same squad as a character named Jabba the Hutt)

Commander Effect

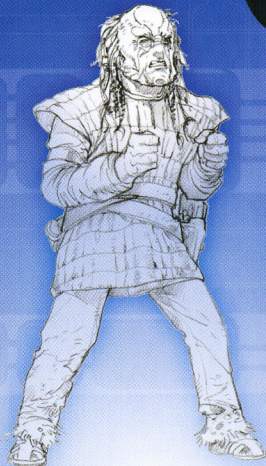
Non-Unique followers within 6 squares gain **Mighty Swing**.

Personal bravery and combat prowess are just two of the qualities of a Weequay gang leader.



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Hit Points 10

Defense 13

Attack +2

Damage 10

Special Abilities

Gunner (Can combine fire with adjacent allies who have Mounted Weapon)

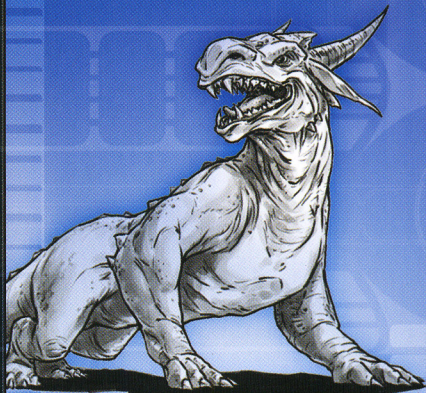
Rapport (Costs 1 less when in the same squad as a character named Jabba the Hutt)



Tough and obedient, Weequay thugs provide services much in demand by crime lords such as Jabba the Hutt.

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YOUNG KRAYT DRAGON



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WARS**™



YOUNG KRAYT DRAGON

50

Hit Points

140

Defense

17

Attack

+12

Damage

30

Special Abilities

Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)

Charging Assault +20 (Replaces turn: Can move up to 16 squares, then make an attack at +20 Damage against an adjacent enemy)

Melee Attack (Can attack only adjacent enemies)

Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)



Carnivorous krayt dragons roam the Jundland Wastes of Tatooine, eating whatever crosses their paths.

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Hit Points

40

Defense

15

Attack

+8

Damage

20

Special Abilities

Unique

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Bounty Hunter +4 (+4 Attack against Unique enemies)

Intuition (Once per round, after initiative is determined, this character can immediately move up to 6 squares before any other character activates)

Rapport (A character whose name contains 4-LOM costs 1 less when in the same squad as this character)



Zuckuss, a Gand findisman, wears a respirator to protect him from hostile oxygen environments.



53/60 ★

STAR
WARS™



Hit Points

100

Defense

18

Attack

+10

Damage

30

Special Abilities

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Speed 10 (Can move up to 10 squares and attack, or 20 squares without attacking)

Strafe Attack (As this character moves, it can attack each enemy whose space it enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space it has just left)



Symbiotically linked with its rider, a Mandalorian warrior's Basilisk war droid was more a mount than a machine.

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MANDALORE
THE INDOMITABLE



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MANDALORE
THE INDOMITABLE

68

Hit Points

120

Defense

19

Attack

+13

Damage

30

Special Abilities

Unique

Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)

Commander Effect

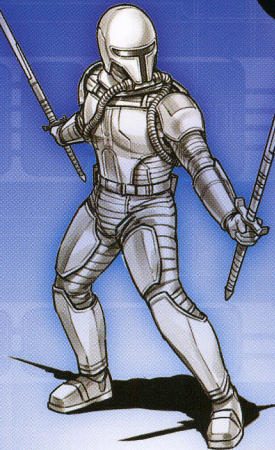
Mandalorian allies gain **Momentum**.



The legendary leader of the Mandalorian warrior clans committed his followers to the dark side during the Great Sith War.

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MANDALORIAN BLADEMASTER



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MANDALORIAN BLADEMASTER

18

Hit Points

40

Defense

16

Attack

+8

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Parry (When hit by a melee attack, this character takes no damage with a save of 11)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)



Few can stand against the whirling weapons of a deadly Mandalorian blademaster.

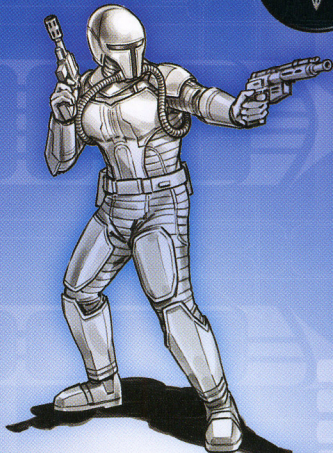


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MANDALORIAN COMMANDER



STAR WARS



MANDALORIAN COMMANDER

28

Hit Points

60

Defense

17

Attack

+10

Damage

20

Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Mobile Attack (Can move both before and after attacking)

Commander Effect

Mandalorian allies gain **Mobile Attack**.



Mandalorian war officers led the deadly but honorable Mandalorian crusaders into battle.



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MANDALORIAN SOLDIER



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MANDALORIAN SOLDIER

16

Hit Points

40

Defense

16

Attack

+8

Damage

10

Special Abilities

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)



The warlike Mandalorians were considered to be among the best fighters in the galaxy some 4,000 years before the time of the Empire.



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MANDALORIAN SUPERCOMMANDO



STAR WARS



MANDALORIAN SUPERCOMMANDO

23

Hit Points

60

Defense

17

Attack

+10

Damage

30

Special Abilities

Sniper (Other characters do not provide cover against this character's attack)



Mandalore the Indomitable himself was the model for the unstoppable supercommando.



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MANDALORIAN WARRIOR



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MANDALORIAN WARRIOR

14

Hit Points 40

Defense 16

Attack +9

Damage 20



Special Abilities

Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)

Melee Attack (Can attack only adjacent enemies)

Melee Reach 2 (Enemies up to 2 squares away are considered adjacent for purposes of Melee Attack)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

*"Surrender is betrayal!
We fight, we conquer, or we die!"*



60/60 ●

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